

GAME BOY ADVANCE

AGB-B6BE-USA

DOUBLE  
THE FUN!  
2 games  
in one!



INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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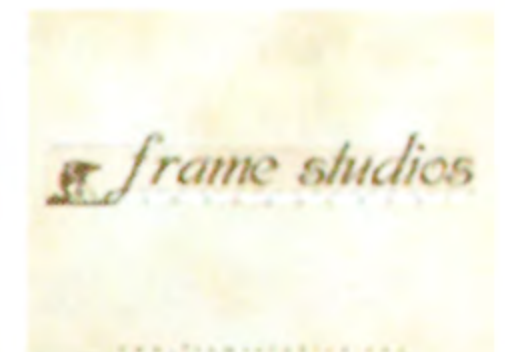
**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

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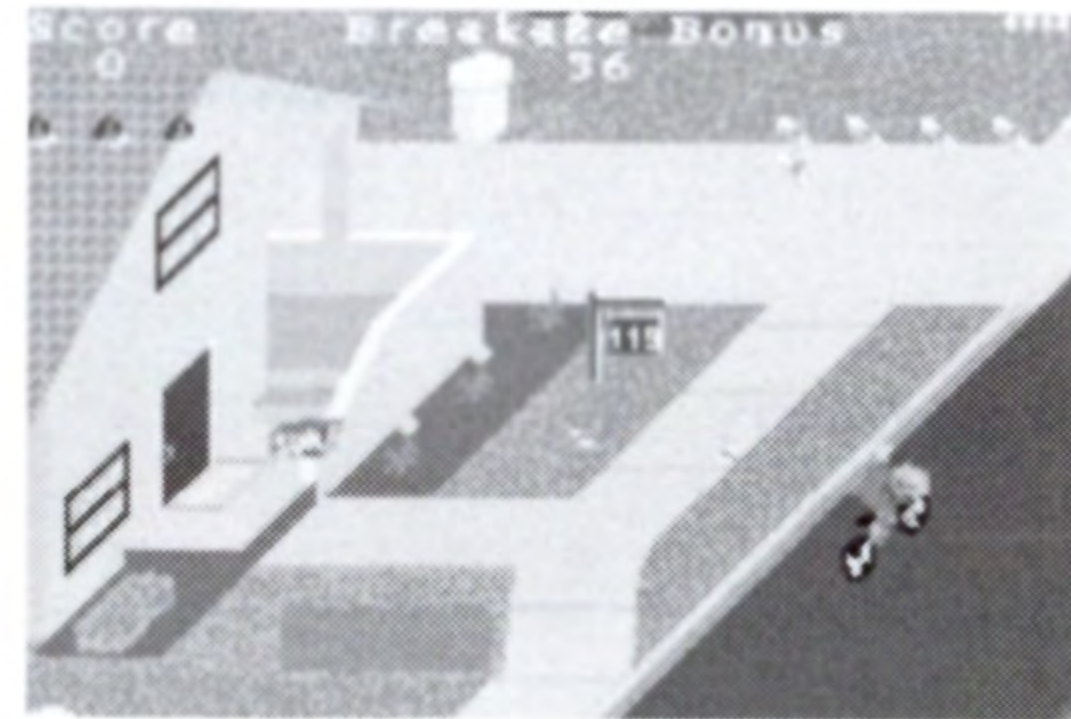
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## Paperboy® History

Paperboy® is still one of the most famous video games in history! Released in 1984, it is now finally available for Game Boy® Advance!

## New Game

After having selected PAPERBOY® in the MIDWAY CLASSIC MENU by pressing the A Button, you will access the PAPERBOY® MENU! Press START in the PAPERBOY® MENU to begin a new game.



## How to Play

In PAPERBOY®, you will control a boy on a bicycle who is about to commence a hard week of work. Cruising along the insidious city streets, he will have to deliver the "Daily Sun" by chucking them in the mailboxes of the subscribers.

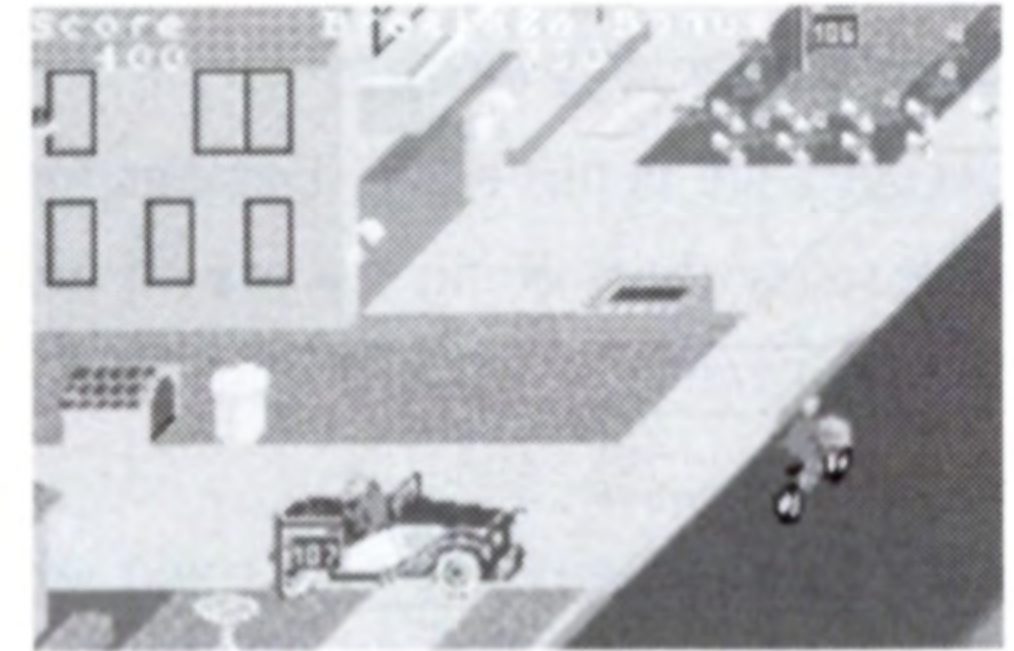
Paperboy will have to watch out for the many dangers in the neighborhood: manholes, roadworks, cars, proverbial dogs and many many other kinds of pitfalls!

Paperboy will need to keep his job for all the seven days of the week. To achieve this purpose, he will have to deliver as many newspapers as possible in order for the subscribers not to revoke their subscription. But be careful! Newspapers are not infinite. Paperboy will be given 10 at the beginning of any working day. Then he will have to find and collect packs with more newspapers to deliver along his route.



At the end of the urban course, there'll also be a fun off-road track where, incited by a joyful crowd, Paperboy will have to reach the finishing line in a limited time and gaining as many points as possible.

To obtain points in this phase of the game, Paperboy will have to hit some targets and jump on ramps being careful not to fall in rivers, puddles or crash into obstacles. Reaching the end of the off-road track will also contribute to the points. The sooner he reaches the finishing line, the more points paperboy will be earning.



Luckily, crashing in this last phase of the course, Paperboy will not lose any of his lives. Nonetheless, that will mark the end of his rewarding time in the off-road course.

## **Game Controls**

Groovy! We're ready to ride our bike!

Using the Control Pad Left or Right, you steer the bike left or right. Pressing the A Button makes Paperboy pedal faster. There's an obstacle right in front of us!!! Pressing the B Button to use the brakes will slow the bike down.

To chuck the newspaper you have to press the L or R Button. START pauses or unpauses the game. In the top part of the screen, we also have a series of hats which indicate the number of remaining lives. Two lines of rolled-up newspapers represent the number of newspapers left that are ready to be thrown.



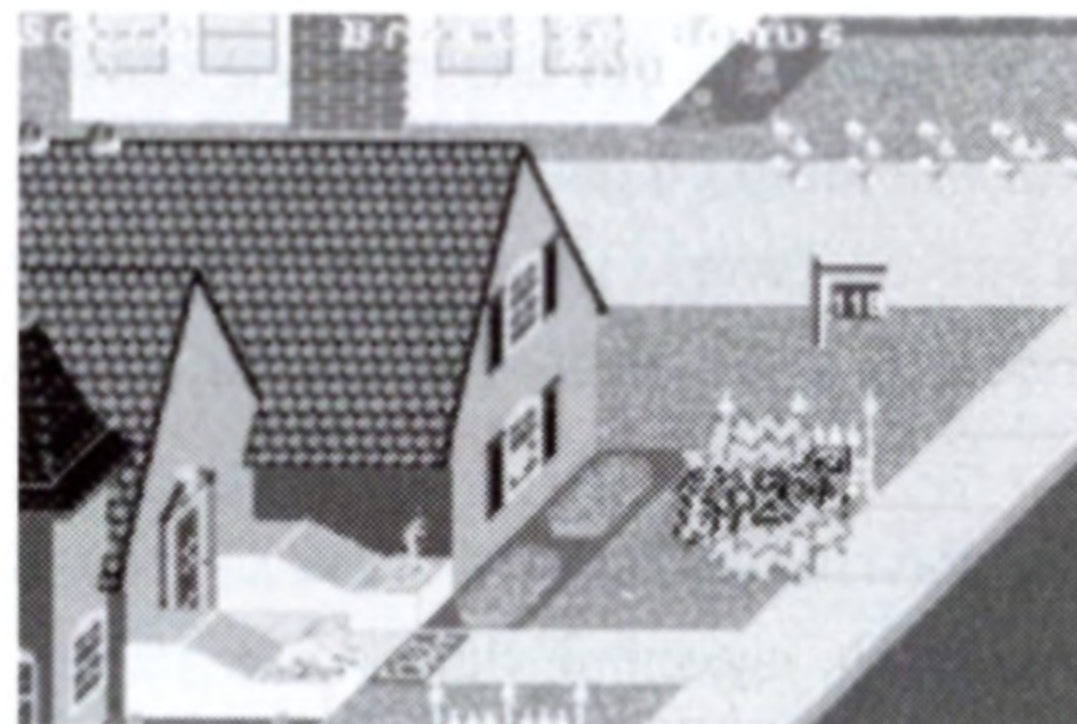
## Game Over

Paperboy's life is not easy! Besides losing one of the three initially available lives, he also risks being fired. He'll lose all the subscribers along the road if he doesn't deliver the papers properly or breaks objects belonging to the houses of subscribers!

In case this happens, the only thing left to hope for is being high enough in the HIGH SCORE CHART to be allowed to write your acronym in it.

## Some Tips...

Here are a few riding tips to become a remarkable Paperboy!



When approaching a mailbox, it is better to slow down - always watching close for obstacles - in order to be able to be very precise with your delivery. The number of newspapers, increased by bonus packs, is overabundant...Try to hit the windows of non-subscribers, trashcans and anything else to earn points!

Paperboy will gain extra points riding over the flowers and flowerbeds of non-subscribers' houses. Don't be in a hurry! You have all the time you need to complete the course with great ease. Don't forget that the slower you ride, the easier it is to avoid obstacles.

Accumulate as many points as possible to gain extra lives.



## Rampage History

Released in 1986, Rampage® is one of the most destructive games in history! Impersonating gigantic monsters, Rampage® showed the eighties' gamers the other side of video games: the possibility to play on the evil side, destroying buildings, vehicles and killing people while the security forces try to impede your wicked purposes.



Today it is possible to relive the same emotions again playing with a perfect conversion of Rampage® on Game Boy® Advance!

## New Game

After having selected RAMPAGE® in the MIDWAY CLASSIC MENU by pressing the A Button, you will access the RAMPAGE® MENU!

By pressing START in the RAMPAGE® MENU, it will be possible to enter the CHARACTER CHOICE MENU. You will then be asked to choose one of the three available mutant creatures - GEORGE, LIZZIE and RALPH! - to start a new game.

## How To Play

Destroy, Crash and Defend! These are the main rules of RAMPAGE®! Controlling one of the three available monsters, you will have to demolish all the buildings in one level to complete it. To make a building collapse, you have to climb on its sides and punch the walls repeatedly to make the floors and ceilings cave in. After having destroyed a certain percentage of the structure of a building, it will start collapsing autonomously until only dust will remain of its colossal wreckage.



A level will be completed once you have destroyed all the buildings. You will then be taken to another area of the city where you will be free to give vent once again to your killer instincts! It is possible to regain the energy you've lost in the battle with the security forces (represented by the gauge at the top of the screen) by eating bonuses like food, civilians, soldiers etc. It is also possible to increase your points by destroying vehicles that pass by and collecting various other bonus objects. Collecting, eating and punching are all performed in the same way.

## Game Controls

Using the Control Pad Left and Right of your Game Boy® Advance, it is possible to make your monster walk left or right. Pressing Control Pad Up on the Game Boy® Advance close to the side of a building will make your monster climb on it. After having started the climb, you can use the Control Pad Up or Down to have your monster either go up or down.



Press the Control Pad Left, Right, Up and Down and the A Button at the same time to punch in different directions. Press the B Button to make the monster jump. If you press the B Button while hanging on the side of a building, the monster will detach from the building and land back at the road level.

Press START to pause and unpause the game.



## Game Over

The three monsters are huge and powerful, but alas the security forces are well organized to defend the different cities. There are fully armed soldiers with grenades, guns and bazookas but there also are - as if it weren't enough already - battle helicopters and tanks eager to eliminate your monster. For each projectile that hits your monster, your energy diminishes (again, indicated with a colored gauge at the top of the screen). Once the gauge is completely consumed, the monster will lose all its mutation power and will revert to his human form. After consuming all the available lives, the game is over. Once our monster is dead, you will be asked to put our acronym in the BEST SCORE CHART, if you deserved it!

## Some Tips...

Here are some valuable hints on how to become a legendary monster:

When you're hanging on a side of a bulding before starting the destruction, reach up for the windows where soldiers are located and eat them! Make good use of the time that the defense forces need to re-organize to take the building down!



Delaying the demolition of a building is not a matter of concern, but always try to get all the energy and bonuses that you can. You're going to need them! Before climbing on a building, try to destroy all the military vehicles. Adopting this strategy you will avoid being hit from the road while climbing a building and crashing walls.

Our monsters are amazingly strong, but not very agile. It is advised to destroy the undefended buildings and steer clear of very intensely defended ones. This way you will have more time to avoid bombs and bullets.



## **Credits**

**Developed by Frame Studios Interactive**

**In collaboration with 7th Sense S.r.l.**

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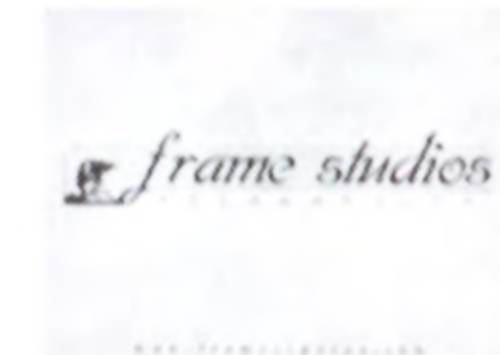
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# Notes



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